

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 8929

SESSION NUMBER: 03

DATE OF SESSION: 28 NOV 89

DATE OF REPORT: 29 NOV 89

START: 0930

END: 1045

METHODOLOGY: SOLO

VIEWER IDENTIFIER: 003

SG1A

SG1A

1. (S/NF/SK) MISSION:

2. (S/NF/SK) VIEWER TASKING: Follow the constricted passageways reported in Session 02. Explore the immediate surrounding areas; sketch same.

3. (S/NF/SK) COMMENTS: No inclemencies noted. A Summary of Information is attached to this report.

4. (S/NF/SK): EVALUATION:

5. (S/NF/SK) SEARCH EVALUATION:

HANDLE VIA SKEET CHANNELS ONLY

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CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

~~SECRET~~

Working paper

Proj. no: 8929
Date: 14 Nov 89
Viewer: 003
Session: 002
Monitor: Solo

Summary of Information

The large, moving metal objects previously reported seem to be land vehicles of some sort. There is a perception of a large, extremely noisy vehicle going through a narrow space between two extensive vertical areas suggestive of structures or walls. The noise is very loud, with a steady roar/clatter, as well as a high-pitched whining sound, very much reminiscent of a turbine. There is a sense of the vehicle being in an enclosing, constricted space, following a winding, circuitous sort of a path among the vertical surfaces. People associated with at least one of these vehicles are all male, cynical, mean-spirited, and not particularly interested in anything by their own best-interests. At least two categories of people are present at the site: those associated with the vehicles, and those who aren't. Those that aren't feel put upon and resentful about the presence of the vehicles. The group of structures/village does not necessarily seem to be a goal or objective for the vehicles, but at least one of them enters the built-up area. There is a sense of damage being done, as one of the vehicles noses into a standing structure and crumbles a wall.

Handle Via SKEET Channels Only

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Paul
14 Nov 81
Fr. Wendy, MD
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4. Most objects seem to be land vehicle of some sort. Perception of this large extremely noisy vehicle going through narrow space between 2 structures or walls. Very loud, steady roar/clatter. Some 2 enclosing, constructed space. People associate w/ at least one of these vehicles are cynical, wear-spirited and not particularly interested in anything but their own best-interests. The group of structures/village does not necessarily seem to be a good a objective for these vehicles, but at least one of them enter the built-up area. Some 1 damage being done, as one of vehicle nose into standing structure and crumbles wall. High-pitched whining sound, like turbine. Sleek + shiny, dark colored sloping curving rounded whirling, circuitous sort of path among vertical surfaces. Seems to be 2 categories of people - those associate w/ vehicle + those not. Those that aren't feel put-upon + resentful about the presence of the vehicles.

1025

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TASKER

1. PROJECT: 8929.
2. ENCRYPTED COORDINATES: 291100/433974.
3. BACKGROUND: Review the results of your Session 01.
4. ESSENTIAL ELEMENTS OF INFORMATION:
 - a. Follow the "dense, metallic, heavy moving [clattering - noisy] objects." Determine and describe the configuration of the immediate environment.
 - b. Broaden your focus and sketch the path of the moving objects.
 - c. Describe the people involved in the activity.

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